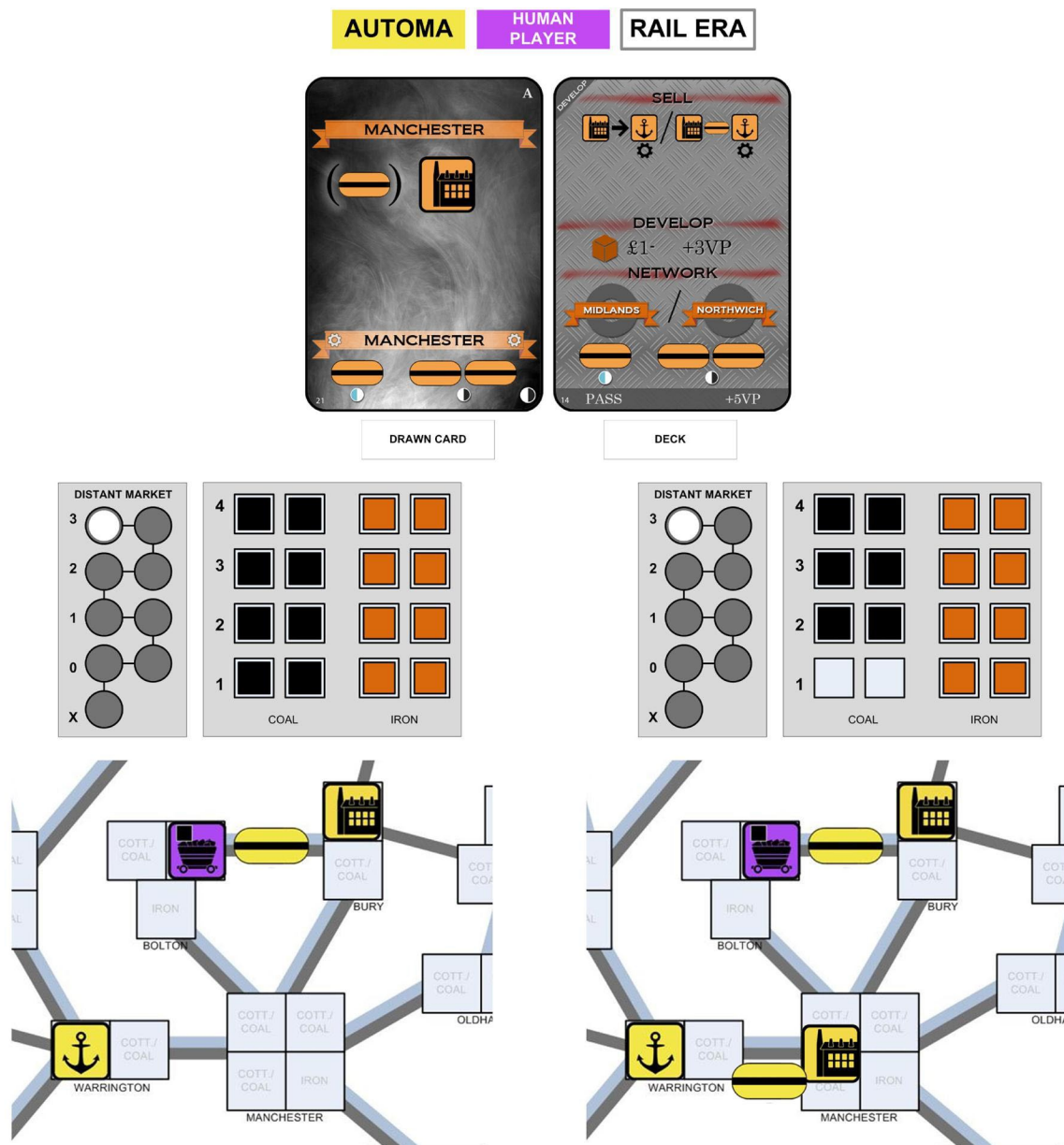


### Examples for Brass Lancashire Mautoma

Here we present some examples to clarify how the Automa works.

Each example shows:

- the card drawn from the automa deck
- the card lying on top of the deck
- the situation on the map at the beginning and the end of the turn
- a description of the actions taken by the Automa



#### FIRST ACTION

Let's suppose that the Automa builds a level 2 Cotton Mill, requiring one coal. In this case the Automa must first place one Link to provide the missing coal. It could take the coal from Warrington or from Bolton, but the only chance is Warrington, as in Bolton only one coal is available, while the Automa needs two coal (one for the Link and one for the Cotton Mill). So it places the Link between Manchester and Warrington and then places the Cotton Mill in Manchester.

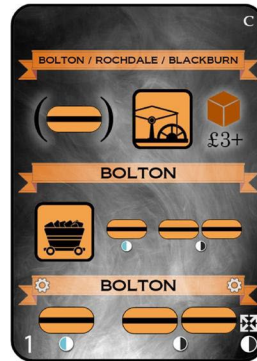
#### SECOND ACTION

Already performed in the previous section.  
The Automa's turn ends.

AUTOMA

HUMAN  
PLAYER

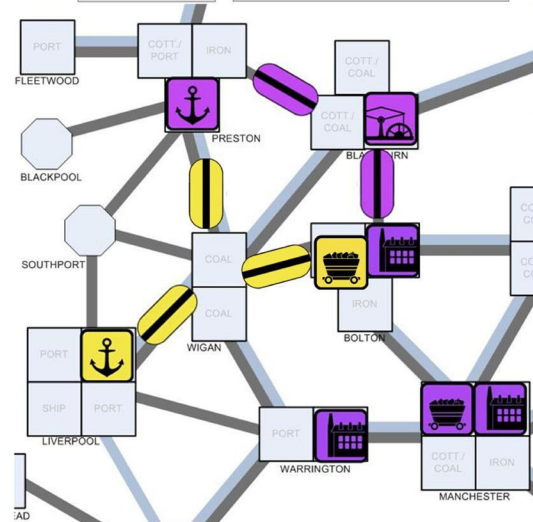
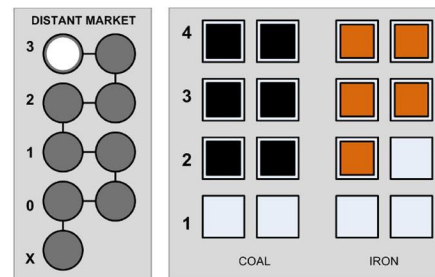
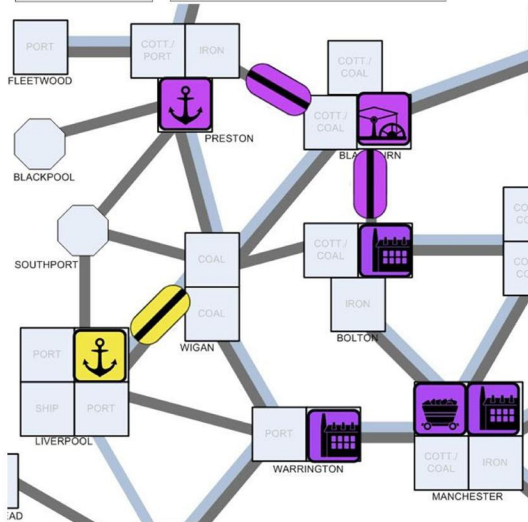
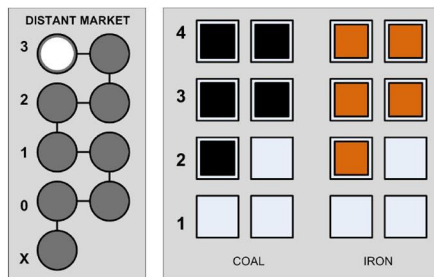
RAIL ERA



DRAWN CARD



DECK



### FIRST ACTION

The Iron Works cannot be placed, as the current price of iron is less than £3.

The Automa builds a Coal Mine in Bolton and then two Links. After the Coal Mine is placed, the coal cubes fill the external market through the player's Port in Preston.

The first Link connects Bolton to Wigan, as Wigan is the only city that is already part of the Automa's network. The second Link starts from Wigan. All the cities adjacent to Wigan have 1 building. Warrington is rejected because it has only 1 free space, the remaining 2 cities are both valid, so the Automa chooses the first in clockwise order: Preston. Note that each Link requires one coal that is consumed from the external market.

### SECOND ACTION

Already performed in the previous section.

The Automa's turn ends.



AUTOMA

HUMAN  
PLAYER

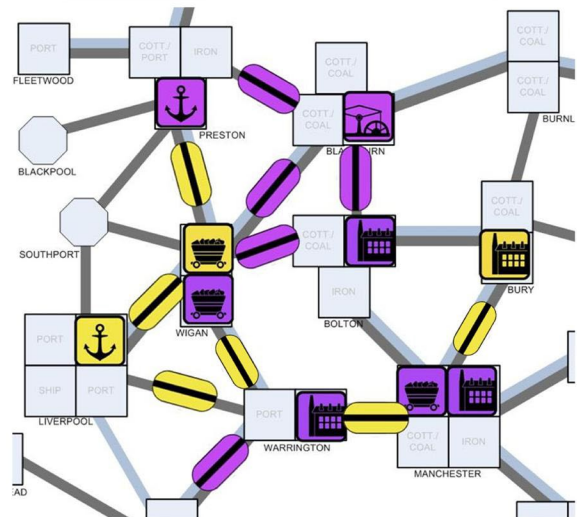
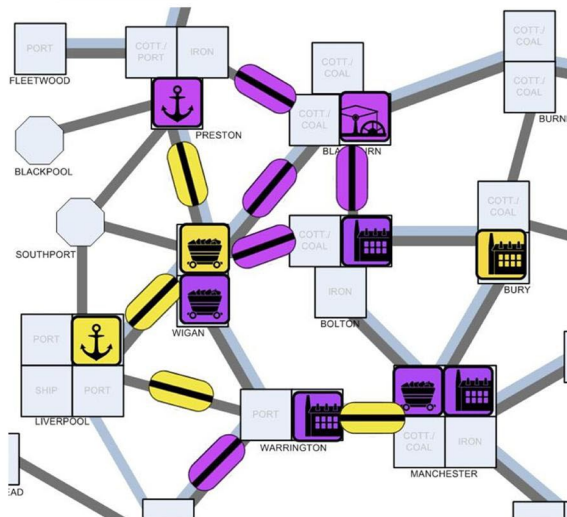
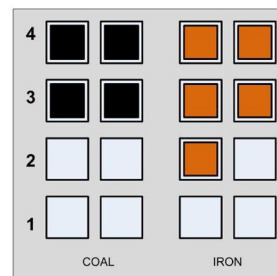
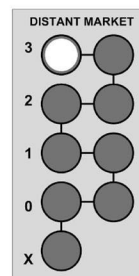
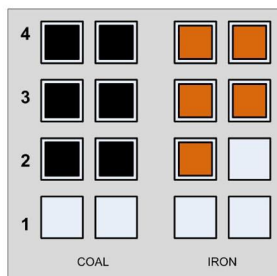
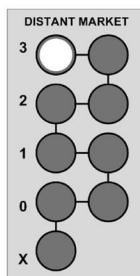
RAIL ERA



DRAWN CARD



DECK



## FIRST ACTION

The Automa cannot build the mine in Wigan, as Wigan is already full. However, Wigan is part of the Automa's network, so it can place two Links. The first Link is placed between Wigan and Warrington (Southport is not considered, because all the cities without building spaces are always considered as the last option). The second Link is not placed, as Warrington has all the connections already built. The Automa consumes one coal for placing the Link.

## SECOND ACTION

The Automa has one unflipped Cotton Mill. It takes the SELL action. Its Cotton Mill is not connected to a Port, but it can be connected by placing exactly 1 Link, so it places a Link from Bury to Manchester, as Manchester is already part of Automa's Network. The Automa consumes one coal for placing the Link.

AUTOMA

HUMAN  
PLAYER

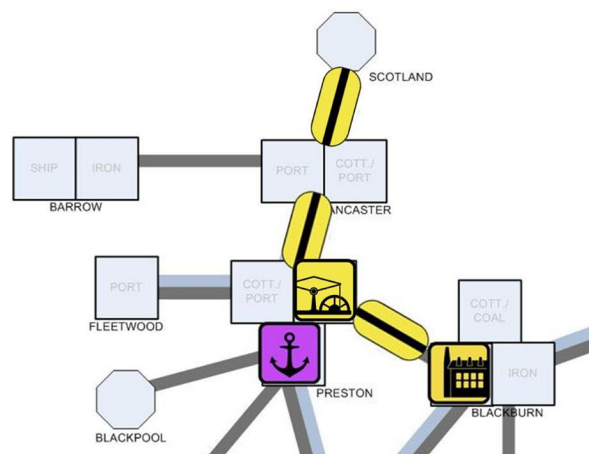
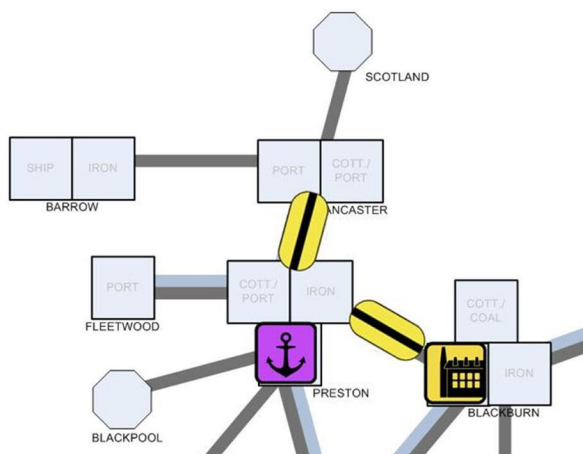
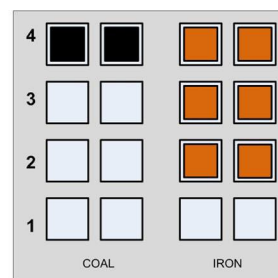
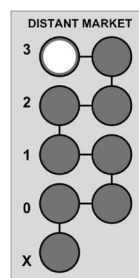
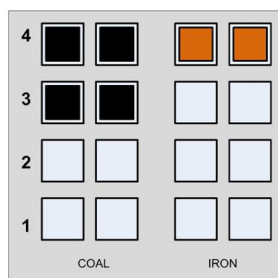
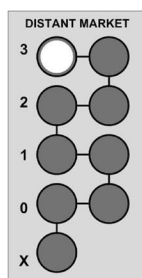
RAIL ERA



DRAWN CARD



DECK



## FIRST ACTION

The Automa places one Iron Works in Preston, as the current price of iron is greater than £3 and it can consume one coal through the player's Port. Once the Iron Works is built, the iron market is filled.

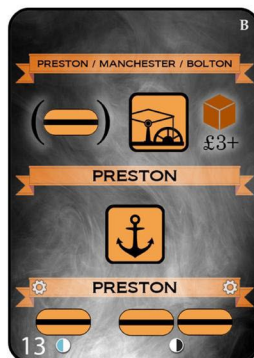
## SECOND ACTION

It has one unflipped Cotton Mill, but it has no Port and the card doesn't allow to sell through the distant market nor through the player's Port. It cannot develop, as the current iron price is £2. So it takes the NETWORK action. It can connect to Scotland, so it places only that Link, consuming one coal.

AUTOMA

HUMAN  
PLAYER

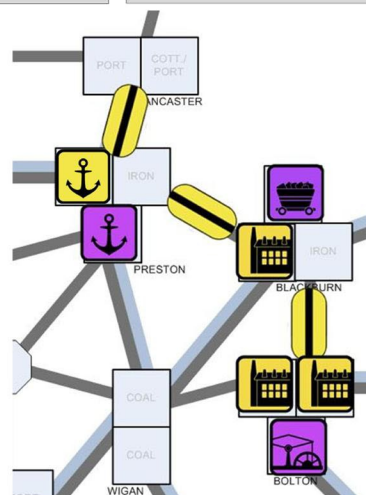
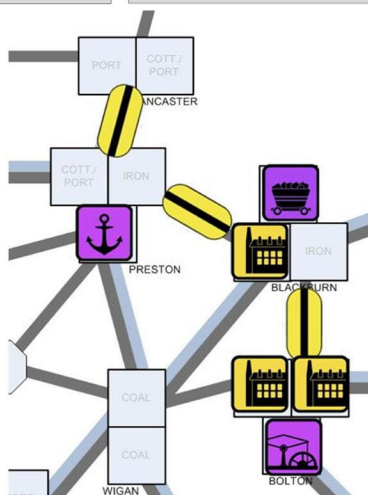
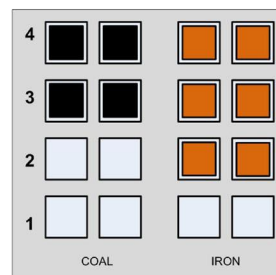
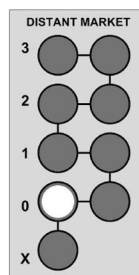
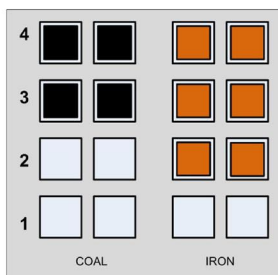
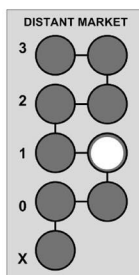
RAIL ERA



DRAWN CARD



DECK



## FIRST ACTION

The Iron Works cannot be built as the price of the iron is less than £3. So, the Automa places one Port in Preston.

## SECOND ACTION

The Automa has 3 unflipped Cotton Mills, so it tries to flip them all starting from the one with the higher level. The first cotton sells to the Automa's Port (two tiles flipped). The second Cotton Mill tries to sell through the distant market. The distant market tile shows -2, so the Automa is lucky and can also flip the second Cotton Mill. The third Cotton Mill sells through the player's Port, as the distant market is exhausted. The Automa flips both its Cotton Mill and the player's Port.

If the distant market tile had shown -3, the sell action would have ended immediately. In this case the Automa would have flipped only one Cotton Mill out of three.